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| 10/766,591 | 01/28/2004 | Ling Tony Chen | 13768.810.64 | 3864 |
| 47973 7590 04/24/2009 WORKMAN NYDEGGER/MICROSOFT 1000 EAGLE GATE TOWER 60 EAST SOUTH TEMPLE SALT LAKE CITY, UT 84111 | | | | |
| EXAMINER | | | | |
| ZELASKIEWICZ, CHRYSTINA E | | | | |
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Supplemental Examiner's Amendment

1. A supplemental examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 C.F.R. §1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.
2. All timeframes remain in effect as stated in the notice of allowance mailed on April 16, 2009.
3. Authorization for this examiner's amendment was given in a telephone interview with Jens Jenkins on April 14, 2009.
4. The application has been amended as follows:

Claim 15 (amended). A memory medium that stores an executable computer program that is tangibly embodied on a computer readable medium which, for carrying out the steps of Claim 1, when executed, implements a method for arbitrating a disputed outcome of an online game at a game service within a computing environment comprising an online game service and a plurality of online game players playing the online game at remote client computers that are connected to the game service, and wherein the executed method comprises:

requiring, at the game service, at the beginning of an online game session and prior to beginning the game, each of a plurality of players to register with an arbitration server at the game service;

retaining a record at the game service of each player that agreed to play at the beginning of the game session irrespective of whether each player finished the game session;

creating and storing at the game service a unique ID at the beginning of a game session for that session so that each registered player for that game session is identifiable as to that game session;

determining, at the conclusion of the online game session played by the plurality of registered players, results for the game session independently at each client computer of the plurality of registered players which remains connected to the game service;

recording the outcome of the game session with respect to all registered players independently at each connected client computer;

creating a plurality of independent records of the same game session;

receiving reports at the gaming service at the conclusion of the online game session played by the plurality of registered players from at least two client computers from the plurality of the registered players, each report received from a registered player including the outcome of the game session for all registered players, as independently determined by the client computer of the registered player;

comparing, automatically at the game service, the results of all reports submitted to the game service to determine if any inconsistency exists in the outcome of the game session based on the results that were reported;

declaring, if the game service determines that no inconsistency exists between the reports submitted to the game service, and if results are reported by all of the registered players, the outcome of the game session based on the results found in the submitted reports; and otherwise,

applying at the arbitration server of the game service, if either an inconsistency exists in the results that were reported or if not all of the initially registered players for the game session submitted a report at the end of the game session, a predefined set of arbitration rules using any previously determined trust ratings stored at the game service for any of the registered players to determine the official results for the game session; and

updating at the game service a trust rating for each of the registered players, based on events relating to how the game was played by each registered player, irrespective of whether a report was submitted by a player or not.

Conclusion

5. Any inquiry of a general nature or relating to the status of this application or concerning this communication or earlier communications from the Examiner should be directed to Chrystina Zelaskiewicz whose telephone number is 571.270.3940. The Examiner can normally be reached on Monday-Friday, 9:30am-5:00pm. If attempts to reach the examiner by telephone are unsuccessful, the Examiner's supervisor, Andrew Fischer can be reached at 571.272.6779.

6. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://portal.uspto.gov/external/portal/pair> <<http://pair-direct.uspto.gov>>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866.217.9197 (toll-free).

/Chrystina Zelaskiewicz/
Examiner, Art Unit 3621
April 17, 2009

/ANDREW J. FISCHER/
Supervisory Patent Examiner, Art Unit 3621